

**What is claimed is:**

1. A gaming machine for use by a player, the gaming machine comprising:  
2 a variable display for displaying graphical information corresponding to at least one of a  
plurality of graphical elements necessary for a principal game;  
4 a controller coupled to said variable display for causing said variable display to display the  
graphical information; and  
6 a secondary display for displaying an image, the image displayed by said secondary display  
being necessary for playing a secondary game that is different from the principal game, said secondary  
8 display displaying the image when the playing of the principal game results in one of a plurality of  
predetermined principal game playing states.

2. The gaming machine of claim 1, wherein said secondary display has a secondary display screen  
for indicating plural individual symbol images, each such symbol image corresponding to a  
12 respectively associated one of the predetermined principal game playing states, each symbol image  
being displayed on the secondary display screen when the principal game results in its respectively  
14 associated principal game playing state.

3. The gaming machine of claim 2, wherein the number of symbol images that are displayed on  
16 said secondary display screen is responsive to the resulting predetermined principal game playing  
state.

4. The gaming machine of claim 3, wherein said secondary display screen is provided with a  
18 plurality of display areas each for displaying a respective plurality of a particular respectively  
20 associated one of the symbol images, each of said display areas being adapted to display the plurality  
of the respectively associated one of the symbol images successively alongside each other.

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5. The gaming machine of claim 4, wherein an award is given to a player when the information displayed on said secondary display screen satisfies a predetermined condition.

6. The gaming machine of claim 5, wherein the predetermined condition is satisfied when one of said display areas is filled with the respectively associated one of the symbol images.

7. The gaming machine of claim 6, wherein the amount of the award given to the player is responsive to the particular symbol images displayed as filling the respectively associated display area.

8. The gaming machine of claim 5, wherein the controller executes a reset operation of said secondary display screen when said secondary display screen indicates that the predetermined condition has been satisfied.

9. The gaming machine of claim 6, wherein the controller executes a reset operation of said secondary display screen, after any one of the display areas has been filled with symbol images.

10. The gaming machine of claim 9, wherein a display area that is filled with symbol images is cleared to a blank condition in response to the execution of the reset operation.

11. The gaming machine of claim 9, wherein all of the display areas are cleared to the blank condition in response to the execution of the reset operation.

12. The gaming machine of claim 9, wherein the controller is arranged to select between a reset operation for clearing to a blank condition only a display area filled with symbol images or a reset operation for clearing to a blank condition all of the display areas.

13. The gaming machine of claim 9, wherein said secondary display is further provided with an allotment display portion to indicate a first value representing an allotment given to a player by the secondary game for each kind of symbol image, the first value being converted to a new value in response to a selectable one of multiplication and augmentation the first value by a predetermined number after the reset operation.

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14. The gaming machine of claim 1, wherein the principal game includes a selectable one of a slot  
game and a poker game.

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